

Amendments To the Claims

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Claim 1 (Currently Amended): A method of entering data on a touch screen display, the method comprising:
invoking a computer program in which user input is sought;
invoking an input area, including a plurality of data input fields; [[and]]
invoking a graphical keyboard area incapable of user termination independent of termination of
the input area, the graphical keyboard area having a plurality of keys on the display;
selecting keys on the keyboard to provide the desired input; and
automatically terminating the graphical keyboard area after the desired input is received in the
input area.

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Claim 2 (Original): The method of entering data on a touch screen display of claim 1 wherein the input area is created by an executable code.

Claim 3 (Original): The method of entering data on a touch screen display of claim 2 wherein the executable code is compiled visual basic code.

Claim 4 (Original): The method of entering data on a touch screen display of claim 1 wherein the computer program invokes the input area.

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~~Claim 5 (Original): The method of entering data on a touch screen display of claim 4 wherein the computer program accesses a dynamic link library file in order to invoke the input area.~~

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~~Claim 6 (Original): The method of entering data on a touch screen display of claim 5 wherein the dynamic link library file is a C++ program.~~

~~Claim 7 (Original): The method of entering data on a touch screen display of claim 1 wherein the computer program is executing on a personal computer.~~

~~Claim 8 (Original): The method of entering data on a touch screen display of claim 1 wherein the computer program is executing on a pen-based computer.~~

~~Claim 9 (Original): The method of entering data on a touch screen display of claim 1 wherein the computer program is executing on a computer with a touch-screen display.~~

~~Claims 10-24 (Canceled).~~

~~Claim 25 (Currently amended): A method of providing a user interface for receiving information from a user using a user immutable graphical keyboard linked to an input area, comprising:
invoking the input area;
determining that input from the user using the graphical keyboard is needed within the input area;~~

displaying invoking the graphical keyboard on a touch screen display to receive input from a user, the graphical keyboard placed in a set position; persistently maintaining the graphical keyboard on the touch screen display such that the user cannot move, resize, remove, or close the graphical keyboard through the user interface while the input area remains and requires input; receiving input within the input area from the user through the graphical keyboard; determining that further input from the user is no longer needed in the input area; and removing the graphical keyboard.

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Claim 26 (Previously presented): A method of providing user interface for receiving information to complete one or more data input fields from a user using a graphical keyboard, comprising:

displaying on a touch screen display at least one data input field for receiving character data; associating the graphical keyboard with the at least one data input field; displaying the graphical keyboard on the touch screen display such that the user cannot move, resize, remove or close the graphical keyboard through the user interface until the associated data input fields have been completed or display of the data fields has been cancelled.

Claim 27 (Previously presented): A method of providing a user interface such that a means to input data is available where input data is prompted for, comprising:

associating a graphical keyboard with at least one input data field;

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displaying the graphical keyboard and the at least one input data field on a touch screen display;

and

persistently displaying the graphical keyboard such that a user cannot move, resize, remove or close the graphical keyboard independent of the input data fields.